

S/N 10/661,101

PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Appellant(s): Michael W. Mastropietro et al.	Examiner: Jeffrey Wong
Serial No.: 10/661,101	Group Art Unit: 3714
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Title: SYSTEMS AND METHODS FOR EVALUATING A GAMING OUTCOME USING A GAME RULES SCRIPT	

APPEAL BRIEF UNDER 37 CFR § 41.37

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The Appeal Brief is presented in support of the Notice of Appeal to the Board of Patent Appeals and Interferences, filed on March 11, 2010, from the Final Rejection of claims 1-34 of the above-identified application, as set forth in the Office Action mailed on November 12, 2009.

The Commissioner of Patents and Trademarks is hereby authorized to charge Deposit Account No. 19-0743 in the amount of \$540.00 which represents the requisite fee set forth in 37 C.F.R. § 41.20(b)(2). The Appellants respectfully request consideration and reversal of the Examiner's rejections of the pending claims.

APPEAL BRIEF UNDER 37 C.F.R. § 41.37
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1. REAL PARTY IN INTEREST

The real party in interest of the above-captioned patent application is the assignee, WMS Gaming Inc.

2. RELATED APPEALS AND INTERFERENCES

There are no other appeals or interferences known to Appellants that will have a bearing on the Board's decision in the present appeal.

3. STATUS OF THE CLAIMS

The present application was filed on September 12, 2003 with claims 1-34. A first Non-Final Office Action mailed on October 9, 2007 rejected claims 1-34. A first Final Office Action mailed on July 10, 2008 rejected claims 1-34. A second Non-Final Office Action mailed March 2, 2009 rejected claims 1-34. A second Final Office Action (hereinafter “the Final Office Action”) with a notification date of November 12, 2009 rejected claims 1-34. Claims 1-34 stand at least twice rejected, remain pending, and are the subject of the present Appeal.

4. STATUS OF AMENDMENTS

No amendments have been made subsequent to the Final Office Action dated November 12, 2009.

5. SUMMARY OF CLAIMED SUBJECT MATTER

Aspects of the present inventive subject matter include, but are not limited to, evaluating a wagering game outcome using a game rules script.

INDEPENDENT CLAIM 1

1. A method for evaluating a game outcome on a gaming machine, the method comprising: receiving during the runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements; *[see e.g., FIG. 2A, element 204; FIG. 4, element 408; FIG. 5A, element 502; page 5, lines 20-24; page 7, lines 14 to page 9, line 4; page 10, line 28 to page 11, line 2; and Appendix A]*

parsing the game rules script into a game rules data structure; *[see e.g., FIG 4, elements 406 and 410; FIG. 5A, element 504; page 10, lines 8-13; and page 11, lines 2-3]*

generating a game outcome; and *[see e.g., FIG. 4, element 404; FIG. 5A, element 506; page 7, lines 9-13; and page 11, lines 4-10]*

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure. *[see e.g., FIG. 5A, element 508; and page 11, lines 11-14]*

DEPENDENT CLAIM 9

9. The method of claim 6, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game element includes the tasks of:

a. comparing a displayable game element with a match rule in the set of match rules;

[see e.g., FIG. 5B, elements 514 and 516; and page 11, lines 18-24]

b. if the displayable game element matches a match rule, then: *[see e.g., FIG. 5B, element 516; and page 11, lines 22-24]*

removing the displayable game element from the plurality of displayable game elements to form a reduced set of displayable gaming elements, *[see e.g., FIG. 5B, element 524; and page 11, lines 24-26]*

removing the match rule from the set of match rules to form a reduced set of match rules, *[see e.g., FIG. 5B, element 526; and page 11, lines 26-27]*

executing tasks a and b on the reduced set of displayable gaming elements and the reduced set of match rules; and *[see e.g., FIG. 5B, elements 514-526; and page 11, line 18 to page 12, line 14]*

c. determining that each match rule has been matched when no rules remain in the reduced set of match rules. *[see e.g., FIG. 5B, element 528; and page 11, line 17 to page 12, line 1]*

INDEPENDENT CLAIM 10

10. A computer-readable medium having disposed thereon a game rules script, the game rules script comprising: *[see e.g., FIG. 3, elements 306 and 308; FIG. 4, element 408; and page 6, lines 23-28]*

text defining a set of displayable game elements for a wagering game; *[see e.g., page 9, line 27 to page 10, line 2; and Appendix A]*

text defining a set of winning outcomes for a game; and *[see e.g., page 7, line 14 to page 9, line 26; and Appendix A]*

text defining a set of rules for each winning outcome in the set of winning outcomes for the game, the rules expressed in terms of the text defining the set of displayable game elements for the wagering game; *[see e.g., page 7, line 14 to page 9, line 26; and Appendix A]*

wherein during a separate data processing step a game outcome is compared to the set of rules to determine if the game outcome matches the set of rules. *[see e.g., FIG. 5A, element 508; and page 11, lines 11-14]*

INDEPENDENT CLAIM 17

17. A computerized gaming system comprising:

a game rules script, said game rules script comprising text defining a set of displayable game elements for a wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements; *[see e.g., FIG. 2A, element 204; FIG. 4, element 408; FIG. 5A, element 502; page 5, lines 20-24; page 7, lines 14 to page 9, line 4; page 10, line 28 to page 11, line 2; and Appendix A]*

a parser operable to parse the game rules script into a game rules data structure; and *[see e.g., FIG 4, elements 406 and 410; FIG. 5A, element 504; page 10, lines 8-13; and page 11, lines 2-3]*

a gaming application operable to: *[see e.g., FIG. 4, element 404; and page 7, lines 9-13]* generate a game outcome; *[see e.g., FIG. 4, element 404; FIG. 5A, element 506; page 7, lines 9-13; and page 11, lines 4-10]*

determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure. *[see e.g., FIG. 5A, element 508; and page 11, lines 11-14]*

DEPENDENT CLAIM 25

25. The computerized gaming system of claim 17, wherein the gaming application is further operable to:

a. compare a displayable game element with a match rule in the set of match rules;

[see e.g., FIG. 5B, elements 514 and 516; and page 11, lines 18-24]

b. if the displayable game element matches a match rule, then: *[see e.g., FIG. 5B, element 516; and page 11, lines 22-24]*

remove the displayable game element from the plurality of displayable game elements to form a reduced set of displayable game elements, *[see e.g., FIG. 5B, element 524; and page 11, lines 24-26]*

remove the match rule from the set of match rules to form a reduced set of match rules, *[see e.g., FIG. 5B, element 526; and page 11, lines 26-27]*

execute tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and *[see e.g., FIG. 5B, elements 514-526; and page 11, line 18 to page 12, line 14]*

c. determining that each match rule has been matched when no rules remain in the reduced set of match rules. *[see e.g., FIG. 5B, element 528; and page 11, line 17 to page 12, line 1]*

INDEPENDENT CLAIM 26

26. A computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

receiving a game rules script, the game rules script comprising text defining a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements; *[see e.g., FIG. 2A, element 204; FIG. 4, element 408; FIG. 5A, element 502; page 5, lines 20-24; page 7, lines 14 to page 9, line 4; page 10, line 28 to page 11, line 2; and Appendix A]*

parsing the game rules script into a game rules data structure; *[see e.g., FIG 4, elements 406 and 410; FIG. 5A, element 504; page 10, lines 8-13; and page 11, lines 2-3]*

generating a game outcome; and *[see e.g., FIG. 4, element 404; FIG. 5A, element 506; page 7, lines 9-13; and page 11, lines 4-10]*

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure. *[see e.g., FIG. 5A, element 508; and page 11, lines 11-14]*

DEPENDENT CLAIM 34

34. The computer-readable medium of claim 31, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game output symbol includes the tasks of:

- a. comparing a displayable game element with a match rule in the set of match rules; *[see e.g., FIG. 5B, elements 514 and 516; and page 11, lines 18-24]*
- b. if the displayable game element matches a match rule, then: *[see e.g., FIG. 5B, element 516; and page 11, lines 22-24]*
 - removing the displayable game element from the plurality of game elements to form a reduced set of displayable game elements, *[see e.g., FIG. 5B, element 524; and page 11, lines 24-26]*
 - removing the match rule from the set of match rules to form a reduced set of match rules, *[see e.g., FIG. 5B, element 526; and page 11, lines 26-27]*
 - executing tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and
- c. determining that each match rule has been matched when no rules remain in the reduced set of match rules. *[see e.g., FIG. 5B, element 528; and page 11, line 17 to page 12, line 1]*

This summary does not provide an exhaustive or exclusive view of the present subject matter, and Appellants refer to each of the appended claims and its legal equivalents for a complete statement of the invention.

6. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Claims 1-3, 6-7, 9-19, 22-23, 25-28, 31, 34 stand rejected under 35 U.S.C. 103(a) as being unpatentable over Benbrahim et al., U.S. Published Application 2005/0059453 (hereinafter “Benbrahim”).

Claims 4, 5, 8, 20, 21, 24, 29, 30, and 33 stand rejected under 35 U.S.C. 103(a) as being unpatentable over Benbrahim in view of Perrie et al., U.S. Published Application 2002/0036380 (hereinafter “Perrie”).

7. ARGUMENT

A) The Applicable Law under 35 U.S.C. § 103

The determination of obviousness under 35 U.S.C. § 103 is a legal conclusion based on factual evidence. *See Princeton Biochemicals, Inc. v. Beckman Coulter, Inc.*, 411 F.3d 1332, 1336-37 (Fed.Cir. 2005). The legal conclusion that a claim is obvious within § 103(a) depends on at least four underlying factual issues set forth in *Graham v. John Deere Co. of Kansas City*, 383 U.S. 1, 17, 86 S.Ct. 684, 15 L.Ed.2d 545 (1966). The underlying factual issues set forth in *Graham* are as follows: (1) the scope and content of the prior art; (2) differences between the prior art and the claims at issue; (3) the level of ordinary skill in the pertinent art; and (4) evaluation of any relevant secondary considerations.

The Examiner has the burden under 35 U.S.C. § 103 to establish a *prima facie* case of obviousness. *In re Fine*, 837 F.2d 1071, 1074, 5 USPQ2d 1596, 1598 (Fed. Cir.1988). To establish *prima facie* obviousness of a claimed invention, all the claim limitations must be taught or suggested, by the prior art. *In re Royka*, 490 F.2d 981, 180 USPQ 580 (CCPA 1974) ; M.P.E.P. § 2143.03. "All words in a claim must be considered in judging the patentability of that claim against the prior art." *In re Wilson*, 424 F.2d 1382, 1385, 165 USPQ 494, 496 (CCPA 1970) ; M.P.E.P. § 2143.03. As part of establishing a *prima facie* case of obviousness, the Examiner's analysis must show that some objective teaching in the prior art or that knowledge generally available to one of ordinary skill in the art would lead an individual to combine the relevant teaching of the references. *Id.* To facilitate review, this analysis should be made explicit. *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007) (citing *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006)).

The Federal Circuit has stated:

Obviousness is tested by "what the combined teaching of the references would have suggested to those of ordinary skill in the art." *In re Keller*, 642 F.2d 413, 425, 208 USPQ 871, 878 (CCPA 1981)). But it "cannot be established by combining the teachings of the prior art to produce the claimed invention, absent some teaching or suggestion supporting the combination." *ACS Hosp. Sys.*, 732 F.2d at 1577, 221 USPQ at 933. And "teachings of references can be combined *only* if there is some suggestion or incentive to do so." *Id.* (emphasis in original).

In re Fine, 837 F.2d 1071; 5 USPQ2d 1596 (Fed. Cir.1988).

The test for obviousness under §103 must take into consideration the invention as a whole; that is, one must consider the particular problem solved by the combination of elements that define the invention. *Interconnect Planning Corp. v. Feil*, 774 F.2d 1132, 1143, 227 USPQ 543, 551 (Fed. Cir.1985). The Examiner must, as one of the inquiries pertinent to any obviousness inquiry under 35 U.S.C. §103, recognize and consider not only the similarities but also the critical differences between the claimed invention and the prior art. *In re Bond*, 910 F.2d 831, 834, 15 USPQ2d 1566, 1568 (Fed. Cir. 1990), *reh'g denied*, 1990 U.S. App. LEXIS 19971 (Fed. Cir.1990). The fact that a reference teaches away from a claimed invention is highly probative that the reference would not have rendered the claimed invention obvious to one of ordinary skill in the art. *Stranco Inc. v. Atlantes Chemical Systems, Inc.*, 15 USPQ2d 1704, 1713 (Tex. 1990). When the prior art teaches away from combining certain known elements, discovery of a successful means of combining them is more likely to be nonobvious. *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007).

Further, conclusions of obviousness must be based on facts, not generality. *In re Warner*, 379 F.2d 1011, 1017 (C.C.P.A. 1967); *In re Freed*, 425 F.2d 785, 787 (C.C.P.A. 1970). In fact, there must be a rational underpinning grounded in evidence to support the legal conclusion of obviousness. The Federal Circuit has stated that, "rejections on obviousness grounds cannot be sustained by mere conclusory statements; instead, there must be some articulated reasoning with some rational underpinning to support the legal conclusion of obviousness." *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006), citing *In re Lee*, 61 USPQ2d 1430 (Fed. Cir.2002); 72 FR 57527-28 (Oct. 10, 2007).

Moreover, "mere identification in the prior art of each element is insufficient to defeat the patentability of the combined subject matter as a whole." *In re Kahn*, 441 F. 3d 977, 988 (Fed. Cir. 2006). This was recently echoed by the U.S. Supreme Court in *KSR Int'l v. Teleflex Inc., et al.*, 127 S.Ct. 1727; 167 L.Ed 2d 705; 82 USPQ2d 1385 (2007) (a patent composed of several elements is not proved obvious merely by demonstrating that each of its elements was, independently, known in the prior art.).

B) The Application of 35 U.S.C. § 103(a) to the Rejected Claims**B.1 The Application of 35 U.S.C. § 103(a) to Claims 1-3, 6-7, 9-19, 22-23, 25-28, 31 and 34**

Claims 1-3, 6-7, 9-19, 22-23, 25-28, 31, 34 were rejected under 35 U.S.C. 103(a) as being unpatentable over Benbrahim. Appellant respectfully traverses the rejection because the claims recite elements not found in Benbrahim, resulting in differences between the claims and Benbrahim.

Independent Claims 1, 10, 17 and 26.

Claims 1, 10, 17 and 26 recite multiple elements that are not found in Benbrahim, therefore claims 1, 10, 17 and 26 are not obvious in view of Benbrahim. For example, claim 1 recites “a game rules script, the game rules script comprising text specifying a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements.” Claims 10, 17 and 26 recite the same or similar language. The Final Office Action states that Benbrahim, at paragraphs [0003] and [0005] discloses a game rules script that “is associated in the play of the game.”¹ The Final Office Action further states:

If it is desired to change the configuration of the gaming machine (for example, to modify video displayed on, or audio generated by, the gaming machine), the program in the high-level programming language must be modified. It is obvious that displaying game elements is associated with playing a game. para 107. A script file may be written and/or stored in a textual format.), the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements (para 5. The method may also comprise determining a value payout associated with an outcome of the game.²

While Benbrahim discloses a script, Benbrahim fails to disclose a script that operates as recited in claims 1, 17 and 26. Benbrahim discloses that a script may be used to create objects associated with the play of a game.³ However, Benbrahim generally does not go beyond this very generic description of objects. The only specific example of the functionality provided by

¹ Final Office Action at pages 2.

² Final Office Action at pages 2-3.

³ See e.g., Benbrahim at paragraphs [0006]

an object created by the scripts in Benbrahim occurs in paragraphs [0108-0111], which state that an object may be defined that controls how scenes presented by a wagering game may be lighted. At no point does Benbrahim disclose that a script may be used to specify displayable game elements. Further, Benbrahim does not disclose that the script contains rules defining a set of one or more winning outcomes in terms of the displayable game elements.

With respect to the Final Office Action's statement that "it is obvious that displaying game elements is associated with playing a game," Appellant notes that the Final Office Action fails to connect the statement with any element of a script in Benbrahim. Thus while displaying game elements may be a function of a wagering game, Benbrahim fails to disclose that a script may be used to control what elements are provided in a wagering game.

With respect to the Final Office Action's statement that the "method may also comprise determining a value payout associated with an outcome of the game," Appellant notes that the Final Office Action does not identify any script element in Benbrahim that determines a value payout associated with an outcome of the game.

Claims 1, 17 and 26 also recite "parsing the games rules script into a game rules data structure." The Appellant notes that because Benbrahim does not disclose that a script contains rules, it cannot disclose parsing game rules into a game rules data structure.

For the reasons above, claims 1, 10, 17 and 26 recite multiple elements that are not disclosed in Benbrahim. As a result, there are differences between claims 1, 10, 17 and 26 and Benbrahim. Therefore claims 1, 10, 17 and 26 are not obvious in view of Benbrahim. Appellant respectfully requests reversal of the rejection of claims 1, 10, 17 and 26.

Dependent Claims 9, 25 and 34

Claims 9, 25 and 34 recite elements not found in Benbrahim, therefore claims 9, 25 and 34 are not obvious in view of Benbrahim. For example, claims 9, 25 and 34 further describe actions involved with processing a game rules script when a "displayable game element matches a match rule." The Final Office Action states that paragraph [0071] discloses actions recited in claims 9, 25 and 34. Appellant notes that paragraph [0071] merely states that a routine may determine a winning hand by "comparing data representing the currently displayed poker hand with data representing all possible winning hands, which may be stored in the memory of the

controller.” Benbrahim does not provide any further details on how this comparison may take place and in particular does not disclose the actions recited in claims 9, 25 and 34.

Additionally, one action that is recited in claims 9, 25 and 34 is “removing the displayable game element from the plurality of displayable game elements to form a reduced set of displayable gaming elements.” The Final Office Action states that Benbrahim discloses the recited language at paragraph [0071], stating “Poker allows for players to discard cards which removes chosen card or cards from a player's hand.” Claims 9, 25 and 34 recite that the displayable game element is removed if the displayable game element matches a match rule. The example provided in the Final Office Action is an action taken by the player, not by an entity processing a game rules script. Poker rules do not mandate nor inherently require that a displayable game element be removed upon determining a match to a match rule. In fact, a poker player typically discards a card upon determining that the card does not match a winning hand, not when the card matches a winning hand. Thus the example cited by the Final Office Action discloses the opposite of what is recited by the claims and teaches away from what is recited in the claims.

Further, claims 9, 25 and 34 recite “removing the match rule from the set of match rules to form a reduced set of match” if the displayable game element matches a match rule. The Final Office Action again cited paragraph [0071] of Benbrahim, stating “If a player chooses to discard one or more cards, the winning combination using the one or more discard cards can not longer be applied.” Appellant respectfully disagrees. First, Appellant notes that again the Final Office Action refers to actions taken by a player (i.e., it is the player that is discarding a card), not an entity evaluating a game rules script to determine a winning outcome. Second, the Final Office Action is citing actions that take place if there is not a match to a match rule, not actions that take place when there is a match to a displayable game element as recited in the claims. Third, even if a card is discarded by a player, the match rules remain and can be evaluated to determine that a match does not exist. Benbrahim does not disclose removing a rule upon determining a match to a displayable game element exists.

For all of the reasons above, Appellant respectfully submits that claims 9, 25 and 34 recite elements not found in Benbrahim. Therefore claims 9, 25 and 34 are not obvious in view of Benbrahim. Appellant respectfully requests reversal of the rejection of claims 9, 25 and 34.

B.2 The Application of 35 U.S.C. § 103(a) to Claims 4, 5, 8, 20, 21, 24, 29, 30 and 33

Claims 4, 5, 8, 20, 21, 24, 29, 30 and 33 stand rejected under 35 U.S.C. 103(a) as being unpatentable over Benbrahim in view of Perrie. Claims 4, 5 and 8 depend from either directly or indirectly from claim 1; claims 20, 21 and 24 depend either directly or indirectly from claim 17; and claims 29, 30 and 33 depend either directly or indirectly from claim 26. As discussed above, claims 1, 17 and 26 recite elements not found in Benbrahim, including elements directed to a game rules script that defines “one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements.” Perrie does not cure the above described deficiencies in Benbrahim. Therefore the combination of Benbrahim and Perrie fails to disclose all elements of claims 4, 5, 8, 20, 21, 24, 29, 30 and 33. Thus claims 4, 5, 8, 20, 21, 24, 29, 30 and 33 are not obvious in view of the combination of Benbrahim with Perrie. Appellant respectfully requests reversal of the rejection of claims 4, 5, 8, 20, 21, 24, 29, 30 and 33.

SUMMARY

For the reasons argued above, claims 1-3, 6-7, 9-19, 22-23, 25-28, 31, 34 were not properly rejected under § 103 as being unpatentable over Benbrahim and claims 4, 5, 8, 20, 21, 24, 29, 30 and 33 were not properly rejected under § 103 as being unpatentable over Benbrahim in view of Perrie.

It is respectfully submitted that the art cited does not render the claims obvious and that the claims are patentable over the cited art. Reversal of the rejections and allowance of the pending claim are respectfully requested.

Respectfully submitted,

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CERTIFICATE UNDER 37 CFR 1.8: The undersigned hereby certifies that this correspondence is being filed using the USPTO's electronic filing system EFS-Web, and is addressed to: Mail Stop Appeal Brief – Patents, Commissioner of Patents, P.O. Box 1450, Alexandria, VA 22313-1450 on this 12 day of July, 2010.

Zhakalazky M. Carrion

Name


Signature

8. CLAIMS APPENDIX

1. A method for evaluating a game outcome on a gaming machine, the method comprising:
receiving during the runtime of a wagering game a game rules script, the game rules script comprising text specifying a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of one or more winning outcomes in terms of one or more of the set of displayable game elements;
parsing the game rules script into a game rules data structure;
generating a game outcome; and
determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.
2. The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a card game.
3. The method of claim 2, wherein the card game comprises a poker card game.
4. The method of claim 1, wherein the set of winning outcomes comprise winning outcomes for a dice game.
5. The method of claim 4, wherein the dice game comprises a Yahtzee® game.
6. The method of claim 1, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one game displayable game element.
7. The method of claim 6, wherein the game element comprises a playing card.

8. The method of claim 6, wherein the game element comprises a die.
9. The method of claim 6, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game element includes the tasks of:
 - a. comparing a displayable game element with a match rule in the set of match rules;
 - b. if the displayable game element matches a match rule, then:
 - removing the displayable game element from the plurality of displayable game elements to form a reduced set of displayable gaming elements,
 - removing the match rule from the set of match rules to form a reduced set of match rules,
 - executing tasks a and b on the reduced set of displayable gaming elements and the reduced set of match rules; and
 - c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.
10. A computer-readable medium having disposed thereon a game rules script, the game rules script comprising:
 - text defining a set of displayable game elements for a wagering game;
 - text defining a set of winning outcomes for a game; and
 - text defining a set of rules for each winning outcome in the set of winning outcomes for the game, the rules expressed in terms of the text defining the set of displayable game elements for the wagering game;

wherein during a separate data processing step a game outcome is compared to the set of rules to determine if the game outcome matches the set of rules.
11. The computer-readable medium of claim 10, wherein the set of rules include a rank matching rule.

12. The computer-readable medium of claim 11, wherein the rank matching rule defines an exact match to a rank.

13. The computer-readable medium of claim 11, wherein the rank matching rule defines a numerical comparison to a rank.

14. The computer-readable medium of claim 10, wherein the set of rules includes a suit matching rule.

15. The computer-readable medium of claim 10, wherein the set of rules includes a wild card definition rule.

16. The computer-readable medium of claim 10, wherein each winning outcome in the set of winning outcomes includes a payout amount.

17. A computerized gaming system comprising:

a game rules script, said game rules script comprising text defining a set of displayable game elements for a wagering game, the text further including a set of winning outcomes for a game, each of the set of winning outcomes including a set of match rules expressed in terms of the set of displayable game elements;

a parser operable to parse the game rules script into a game rules data structure; and

a gaming application operable to:

generate a game outcome;

determine if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.

18. The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a card game.

19. The computerized gaming system of claim 18, wherein the card game comprises a poker card game.

20. The computerized gaming system of claim 17, wherein the set of winning outcomes comprise winning outcomes for a dice game.

21. The computerized gaming system of claim 20, wherein the dice game comprises a Yahtzee® game.

22. The computerized gaming system of claim 17, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes a plurality of displayable game elements, and wherein the gaming application is further operable to determine if each match rule in the set of match rules for a winning outcome matches at least one displayable game element.

23. The computerized gaming system of claim 22, wherein the displayable game element comprises a playing card.

24. The computerized gaming system of claim 22, wherein the displayable game element comprises a die.

25. The computerized gaming system of claim 17, wherein the gaming application is further operable to:

- a. compare a displayable game element with a match rule in the set of match rules;
- b. if the displayable game element matches a match rule, then:
 - remove the displayable game element from the plurality of displayable game elements to form a reduced set of displayable game elements,
 - remove the match rule from the set of match rules to form a reduced set of match rules,

execute tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and

- c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.

26. A computer-readable medium having computer executable instructions stored thereon for performing operations for evaluating a game outcome on a gaming machine, the operations comprising:

receiving a game rules script, the game rules script comprising text defining a set of displayable game elements for a wagering game, the text further defining one or more rules to determine a set of winning outcomes in terms of one or more of the set of displayable game elements;

parsing the game rules script into a game rules data structure;

generating a game outcome; and

determining if the game outcome matches at least one winning outcome in the set of winning outcomes in accordance with the game rules data structure.

27. The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a card game.

28. The computer-readable medium of claim 27, wherein the card game comprises a poker card game.

29. The computer-readable medium of claim 26, wherein the set of winning outcomes comprise winning outcomes for a dice game.

30. The computer-readable medium of claim 26, wherein the dice game comprises a Yahtzee® game.

31. The computer-readable medium of claim 26, wherein each winning outcome in the set of winning outcomes comprises a set of match rules, wherein the game outcome includes one or more displayable game elements from the set of displayable game elements, and wherein determining if the game outcome matches at least one winning outcome includes determining if each match rule in the set of match rules for a winning outcome matches at least one displayable game elements.

32. The computer-readable medium of claim 31, wherein the displayable game element comprises a playing card.

33. The computer-readable medium of claim 31, wherein the displayable game element comprises a die.

34. The computer-readable medium of claim 31, wherein determining if each match rule in the set of match rules for a winning outcome matches at least one game output symbol includes the tasks of:

- a. comparing a displayable game element with a match rule in the set of match rules;
- b. if the displayable game element matches a match rule, then:
 - removing the displayable game element from the plurality of game elements to form a reduced set of displayable game elements,
 - removing the match rule from the set of match rules to form a reduced set of match rules,
 - executing tasks a and b on the reduced set of displayable game elements and the reduced set of match rules; and
- c. determining that each match rule has been matched when no rules remain in the reduced set of match rules.

9. EVIDENCE APPENDIX

None.

10. RELATED PROCEEDINGS APPENDIX

None.